

INTRODUCING MIDWAY'S NEW  
**mini  
myte** VIDEO GAMES  
SERIES

New  
SPACE  
SAVERS!

Just 3 1/2 sq. ft.  
of floor space —  
that's all these  
MINI-MYTEs  
require. Ideal  
for locations  
where space is  
limited.

New  
PROFIT  
MAKERS!

3 games in the  
space of 2  
standard arcade  
models means  
1/3 more play-  
action and  
profits with  
popular, exciting  
Midway  
games.



Colors on screen  
mechanically reproduced

STANDARD  
ARCADE MODEL

MINI-MYTE MODEL

MIDWAY'S  
**SPACE  
ENCOUNTERS**

New  
MARKET OPENERS!  
Now...expand to more  
locations and an entire  
new range of players!

Compact, attractive MINI-MYTE units are perfect for theater and hotel lobbies, restaurants, retail stores, lounges, clubs, waiting rooms, transportation centers—just about anywhere to entertain customers during waiting time.

SPACE  
ENCOUNTERS

First of the  
MINI-MYTE Series!

A proved sure-fire attraction! Exciting space battle with a challenge that intrigues players. The mission is to guide an Assault Ship and score points destroying alien space ships, dodging enemy fire and avoiding contact with Space Channel walls. Requires skill, agility and concentration.



**MIDWAY**  
**MFG. CO.**

A BALLY COMPANY  
10750 West Grand Ave  
Franklin Park, IL 60131  
Phone: (312) 451-1380

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**Score**  
Up to six digits.  
Maximum: 995,990.

**Alien Defenders**  
Squadrons of aliens in various shapes and point values.

**Descending Targets**  
Attacking aliens that fire missiles at Assault Ship.

**Space Channel**  
Rushing waves of walls that stream to close-in on Assault Ship.

**Mission Control**  
Saves and maneuvers Assault Ship on mission.

**Colors on screen**  
merchandise copyrighted.

**Speed Score**  
Extra points for Assault Ship in motion.

**Game Time**  
Adjustable for 45, 60, 75 or 90 seconds.

**\*Bonus Time**  
Additional Assault Ships are earned at 3 increasing high score levels (adjustable) for continued play after game time has expired.

**Assault Ship**  
Player's attack unit that must avoid alien missiles and destroy enemy targets.

**Trigger Firing Mechanism**  
Press to fire missiles from Assault Ship at alien targets.

## MIDWAY'S NEW MINI mylife SPACE ENCOUNTERS VIDEO GAME

### Challenging Cosmic Missions!

SCORING			
1st Rack 6 Aliens	2nd Rack 10 Aliens	3rd Rack 12 Aliens	4th Rack 16 Aliens
20 POINTS	30 POINTS	40 POINTS	50 POINTS
250 POINTS			
Time Lapse Target			
500		500	
100—500 POINTS			



\* Bonus Assault Ship awarded at high score levels for continued play beyond game time.



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For service information—

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